

Gaim Slyach Advanced Frigate

SPECS	MANEUVERING							COMBAT STATS				
Class: Medium Ship	Turn Cost: 1/3 Speed							Fwd/Aft Defense: 13				
In Service: 2269	Turn Delay: 1/3 Speed							Stb/Port Defense: 15				
Point Value: 550	Accel/Decel Cost: 2 Thrust							Engine Efficiency: 2/1				
Ramming Factor: 60	Pivot Cost: 2 Thrust							Extra Power: +6				
Jump Delay: N/A	Roll Cost: 1 Thrust							Initiative Bonus: +12				
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

WEAPON DATA
Imp. Battle Laser
Class: Laser
Modes: R, P, S
Damage: 4d10+15
Range Penalty: -1 per 4 hexes
Fire Control: +5/+4/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Imp. Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn
Heavy Scattergun
Class: Particle
Modes: Standard
Damage: 2d6+4
Range Penalty: -1 per hex
Fire Control: +3/+3/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

FORWARD HITS

- 1-5: Retro Thrust
- 6-7: Battle Laser
- 8-10: Twin Array
- 11-16: Structure
- 17-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Scattergun
- 9-16: Structure
- 17-20: PRIMARY Hit

PRIMARY HITS

- 1-9: Port/Stb Thrust
- 10-12: Sensors
- 13-15: Engine
- 16: Hangar
- 17-18: Reactor
- 19-20: C & C

SPECIAL NOTES

Dedicated Bulkheads
Agile Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

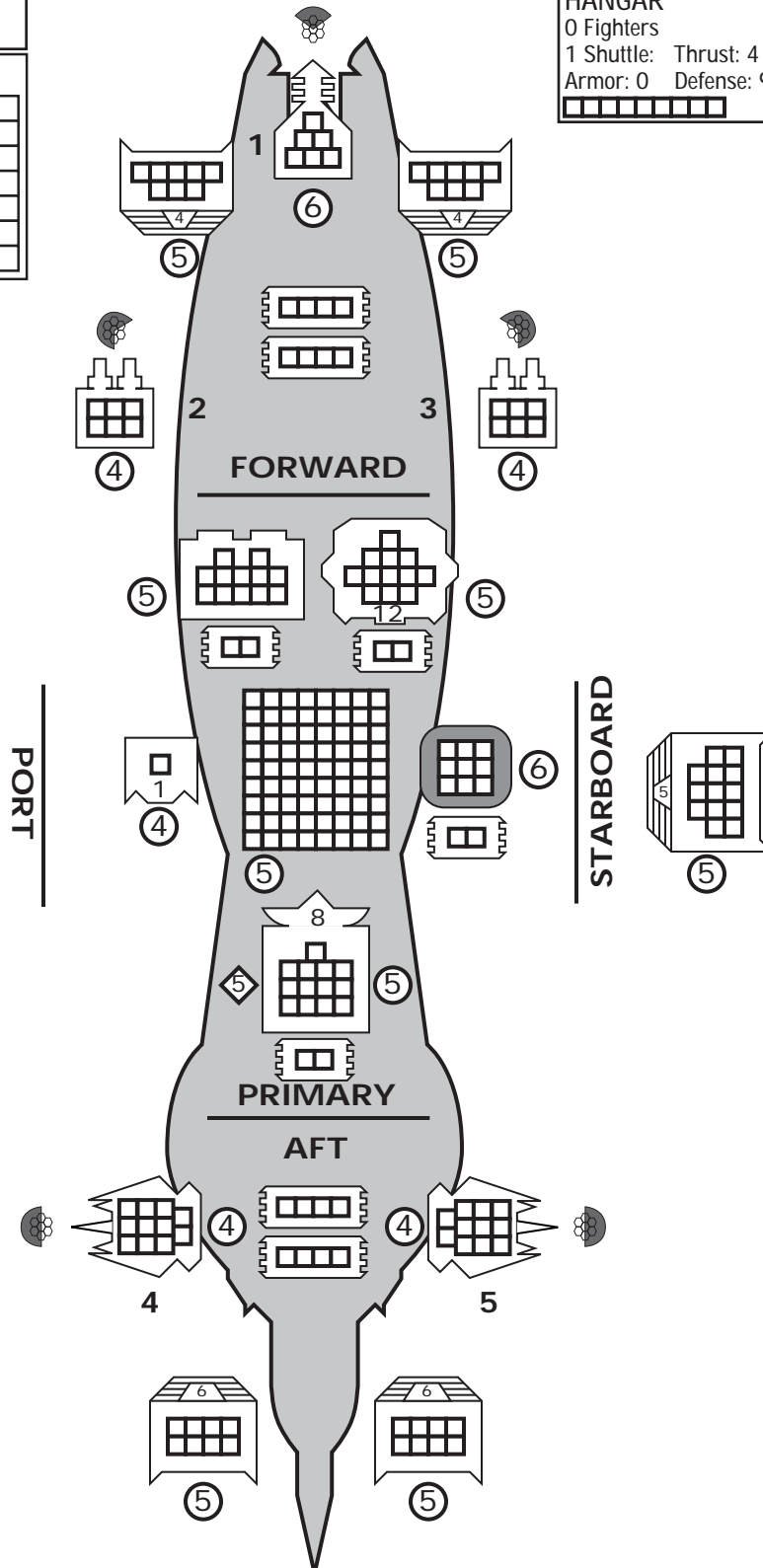
Target #6

HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 9/10



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Battle Laser
- Twin Array
- Scattergun